

# Summary of Turtle Methods

| Method    | Parameters | Description  |
|-----------|------------|--|
| Turtle    | None       | Creates and returns a new turtle object                    |
| forward   | amount     | Moves the turtle forward by the specified amount           |
| backward  | amount     | Moves the turtle backward by the specified amount          |
| right     | angle      | Turns the turtle clockwise                                 |
| left      | angle      | Turns the turtle counter clockwise                         |
| penup     | None       | Picks up the turtle's pen                                  |
| pendown   | None       | Puts down the turtle's pen                                 |
| up        | None       | Picks up the turtle's pen                                  |
| down      | None       | Puts down the turtle's pen                                 |
| color     | color name | Changes the color of the turtle's pen                      |
| fillcolor | color name | Changes the color of the turtle will use to fill a polygon |
| heading   | None       | Returns the current heading                                |

|            |           |  |
|------------|-----------|--|
| position   | None      | Returns the current position                                   |
| goto       | x,y       | Move the turtle to position x,y                                |
| begin_fill | None      | Remember the starting point for a filled polygon               |
| end_fill   | None      | Close the polygon and fill with the current fill color         |
| dot        | None      | Leave a dot at the current position                            |
| stamp      | None      | Leaves an impression of a turtle shape at the current location |
| shape      | shapename | Should be 'arrow', 'classic', 'turtle', or 'circle'            |

**`turtle.write(arg, move=False, align="left", font=("Arial", 8, "normal"))`**

**Parameters:**

- **arg – object to be written to the TurtleScreen**
- **move – True/False**
- **align – one of the strings “left”, “center” or right”**
- **font – a triple (fontname, fontsize, fonttype)**

Ex. `turtle.write("Computer Programming rocks", font=("Arial", 16, "normal"))`